#include <iostream>

#include <cmath>

float func(float x, float y);

int main()

{

int i;

float n, k1, k2, k3, k4, k;

float x = 0, y = 0.25, h = 0.1;

for (i = 0; i < 10; i++)

{

k1 = h \* func(x, y);

k2 = h \* func(x + (h / 2), y + (k1 / 2));

k3 = h \* func(x + (h / 2), y + (k2 / 2));

k4 = h \* func(x + h, y + k3);

k = (k1 + (2 \* (k2 + k3)) + k4) / 6;

y = y + k;

x = x + h;

std::cout << "\ndistance=" << x << "\tconc=" << y << std::endl;

}

return 0;

}

float func(float x, float y)

{

float c;

c = (0.5 \* pow(y, 1.5) \* (1 + pow(x, 0.5)));

return c;

}